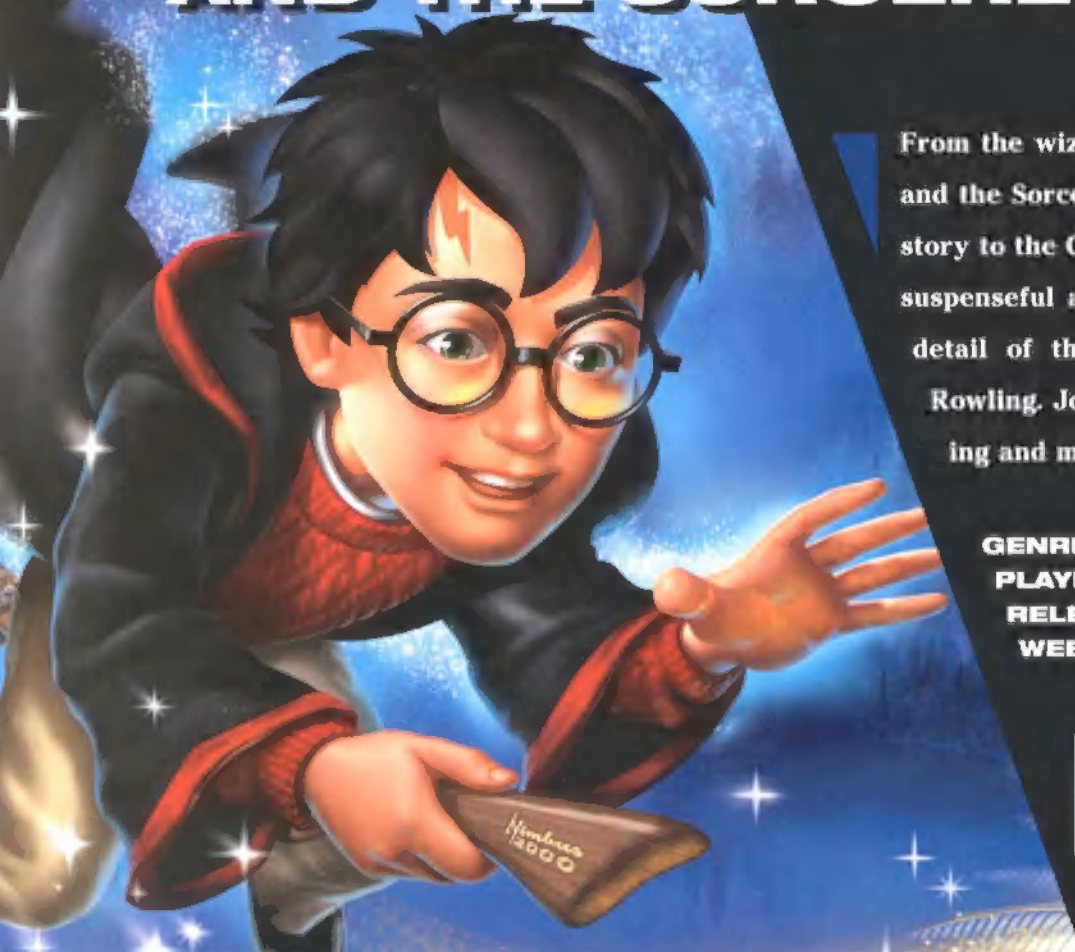


# HARRY POTTER

## AND THE SORCERER'S STONE



From the wizards at Electronic Arts, Harry Potter and the Sorcerer's Stone brings young Harry's epic story to the Game Boy Advance. The humorous and suspenseful adventure captures all the flavor and detail of the famous series of books by J. K. Rowling. Join Harry as he discovers an enchanting and mystical world of spells and sorcery.

**GENRE:** ADVENTURE

**PLAYERS:** 1

**RELEASE:** NOVEMBER 2001

**WEBSITE:** EAGAMES.COM



Mild Violence  
Comic Mischief

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## DESTINY OF A WIZARD

Orphaned as a baby, Harry was raised by his mean Uncle Vernon and Aunt Petunia, with no idea of his magical birthright. All that changes, however, when a giant named Hagrid delivers a mysterious letter. To his astonishment, Harry discovers that he's a famous wizard! The lightning-bolt scar on his forehead is a reminder of the evil sorcerer who carried off his parents. Harry soon finds himself at Hogwarts, and his adventure begins...



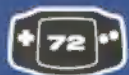
Harry always knew he was different. At age 11, Harry receives a letter of acceptance to the Hogwarts School of Witchcraft and Wizardry. He didn't even apply!

## GAME MENUS

Harry will need to collect items and learn many spells during his quest for the Sorcerer's Stone. The Inventory screen fills in as you collect items, most of which are used automatically.



Press Select to bring up the subscreen, then press L or R to select the Map, Inventory or Folio Magi screen. Your current objective is listed on the Map screen. Press Up or Down to view the layouts of the different floors. The Folio Magi screen keeps track of the Wizard Cards you collect from Chocolate Frogs.



NINTENDO POWER ADVANCE

nintendo.com



# THE HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY

Hogwarts is much like an English boarding school, except that classes in spelling and math have been replaced by courses like Transfiguration and Defense against the Dark Arts. Harry finds out that his parents were done in by Voldemort, a wizard so evil

that even other wizards won't utter his name. Voldemort vanished after trying to destroy Harry, but is he gone for good? While at Hogwarts, Harry must solve the mystery of the Sorcerer's Stone and, ultimately, confront the nefarious Voldemort himself.

## ENTRANCE HALL



**HOUSE POINTS:** Each of your accomplishments will be rewarded with house points.

### A FIERCE RIVALRY AMONG THE FOUR HOUSES



You'll get house points for Gryffindor as you accomplish each task. Be careful, though—house points can also be deducted, especially if you're caught prowling the halls at night! Check the point totals by pressing the A Button at one of the hourglasses in the entrance hall.

### MAKE SOME NEW FRIENDS



Harry can tell that Hogwarts is a magical place as soon as he steps in the front door. Ron Weasley is the first person you meet at Hogwarts, and he's also a member of the Gryffindor house. You'll encounter many friendly and helpful students during your adventures. Don't forget that your first class will be starting soon—you'd better not be late!

### TROUBLESOME TRIO



Apparently, not everyone at Hogwarts is as friendly as Ron. Just up the stairs from the entrance hall, you'll have your first confrontation with the students from rival Slytherin House and their head troublemaker, Draco Malfoy. No doubt you'll have to deal with them later.

## FLOOR 1

### WELCOME TO HOGWARTS



There are nine floors at Hogwarts, including the entrance hall and dungeon. Locked doors and hidden rooms will open up as you learn spells and complete your adventures. Follow Ron up the stairs to the third floor. On your subscreen map, the flashing dot indicates the location of your next objective.



**SAVE SPOT:** Record your progress by finding one of the many save points throughout the game.

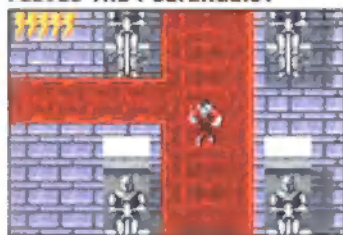
### FLOATING SPELL BOOKS



Stand on the floating spell book and press the A Button to save your game. There are three Save files, and your current objective is listed by each file. Harry's stamina (life bars) and house-point totals are also displayed on the Save screen.

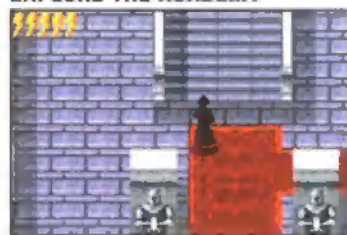
## FLOOR 2

### PEEVES THE POLTERGEIST



An "ickle firstie"? Is that an insult? On the second floor, you'll first encounter the cackling Peeves. Peeves enjoys tormenting the new students at Hogwarts. Ignore him at first and continue up to the next floor. You'll run into Peeves several times during the game. He's quick to alert the instructors when he sees students misbehaving.

### EXPLORE THE ACADEMY



Before you attend your first class, it might be a good idea to get familiar with the hallways and corridors of Hogwarts School of Witchcraft and Wizardry, even though many areas are off-limits for now. Later in the game, you'll discover several hidden shortcuts that let you get from one area to another quickly.

## FLOOR 3

### DEFENSE AGAINST THE DARK ARTS



When you reach the third floor, your new pal Ron will be waiting to lead you to your first class. You'll get instruction in many different spells during your stay at Hogwarts. Each professor teaches you a different magic technique that you will need to complete your adventure.

### SCHOOL DAZE

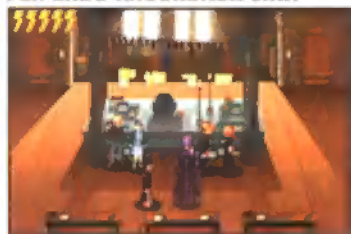


While exploring the first few floors, you'll get clues from the students and teachers wandering the halls of Hogwarts. The trophy room is on the far-left side of the third floor. On the right side of the floor, look for the open door with a chalkboard in front of it. Don't keep the professor waiting any longer!



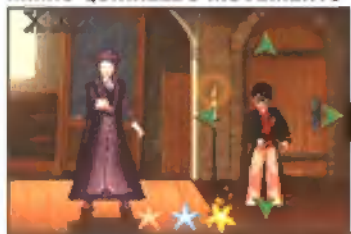
# PROFESSOR QUIRRELL

## FLIPENDO KNOCKBACK JINX



Professor Quirrell seems a little strange, but he teaches you the first spell, Flipendo. It's a basic fireball attack-spell that Harry will use throughout the game. Flipendo can also be used to trigger switches and move certain blocks. After mastering the spell, work your way through a short challenge course and collect six stars to continue.

## MIMIC QUIRRELL'S MOVEMENTS

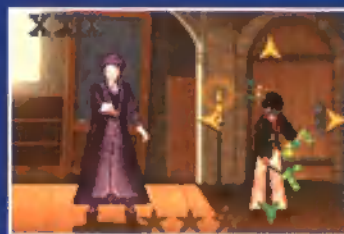


To learn each spell, you'll have to duplicate the wand movements the instructor makes. Press your Control Pad in the same direction he waves his wand. You'll have to complete the Flipendo Challenge after learning the spell. Enter the doorway on the right to begin.



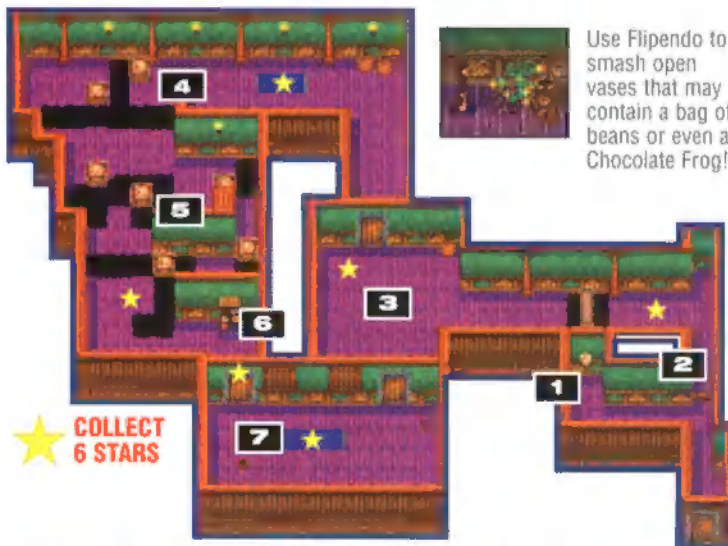
**FLIPENDO SPELL:** Not just a fireball attack-spell, Flipendo can also be used to move objects and flip switches.

## ACCURACY IS REWARDED WITH HOUSE POINTS



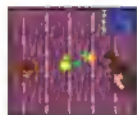
Although only the basic sequence is necessary to learn each spell, You'll earn extra points for Gryffindor House if you can complete all three lessons. Pay attention and follow Quirrell's movements. If you miss three times, however, you're out.

## FLIPENDO CHALLENGE

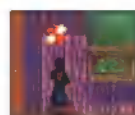


Use Flipendo to smash open vases that may contain a bag of beans or even a Chocolate Frog!

★ COLLECT 6 STARS



Knock over buckets with your fireballs to find beans and other valuable items.



Clue scrolls will appear to give you helpful tips along the way.

### 1 FLIPENDO THE WALL SWITCH



Use the B Button to fire Flipendo at the hand-shaped wall switch to turn the bridge in the next room. Although you know only one spell at this point, your active spell is shown by the icon in the upper-right corner. The hand icon represents Flipendo.

### 2 ROLL OUT THE BARREL



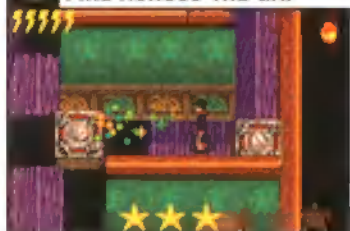
While it's primarily an attack spell, Flipendo can also be used to move many items, such as wooden barrels. Four or five fireball blasts should be enough to roll the barrel shown above out of the way, allowing you to collect the first star. You can roll barrels also to destroy some enemies.

### 4 FLIPENDO BLOCKS



Slide the Flipendo blocks to cross the gap in the floor. Move them by casting your spell from the palm side of the hand icon on the block. Once they drop into place, the blocks cannot be moved again.

### 5 FIRE ACROSS THE GAP



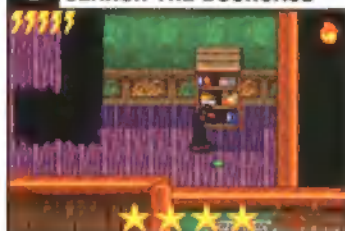
To get past this area, circle through the corridor to the right (sliding blocks as you go) to move the final Flipendo block that allows you to continue. Collect the star and move on.

### 3 ROAMING GNOMES



A few locked doors will open only after you defeat all the gnomes or other enemies in the room. Wait for them to get in range before casting the spell, but be alert to their movements. If they see you, they may charge, not giving you time to launch your fireball. You can fire in eight directions with your Flipendo fireball.

### 6 SEARCH THE BOOKCASE



Press Up on the Control Pad while standing in front of the bookcase to ransack it. Use the technique throughout Hogwarts to discover many hidden items.

### 7 THE FINAL STAR



Take out the last two pesky gnomes to make the final star appear. By collecting the last star, you will end your first lesson and also open a shortcut door that leads back to the entrance.



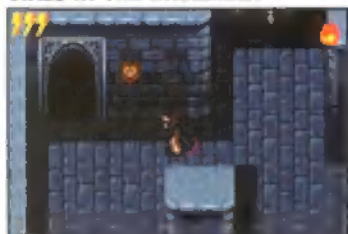
## POTIONS, ELIXIRS AND CONCOCTIONS



After making another new friend, it'll be time for your next class, Potions, with Professor Snape. He's the strictest and most demanding instructor at Hogwarts. Make your way down to the entrance hall. On the way to class, you can check the house-point totals at one of the hourglasses to see if Gryffindor is in the lead.

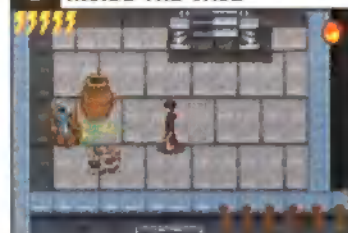
## PROFESSOR SNAPE

### VIALS IN THE BASEMENT



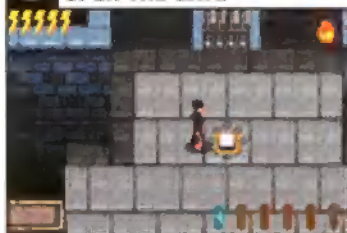
Poor Harry can't seem to get a break—he's late for his second class! The surly Professor Snape will give you the task of finding six glass vials scattered throughout the basement. Go through the trapdoor to complete the assignment. You can see how many vials you've collected by viewing the display in the lower-right corner of your screen.

### 8 INSIDE THE VASE



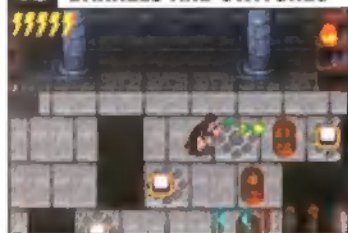
The first glass vial is found inside one of the vases in the very first basement room. Use your Flipendo fireball to break it open. Many vases contain other objects, too.

### 9 OPEN THE GATE



Step on the floor switch to open the barred gate. Go through the gate and down the corridor to open the second gate in the room, but watch out for the gnome ambush!

### 10 BARRELS AND SWITCHES



The three buttons won't stay down, so you'll have to roll the barrels onto the floor switches using your Flipendo spell. After all three switches are depressed, the last gate will open. Be careful not to fall into one of the pits, or you'll have to start your search for the glass vials over again.

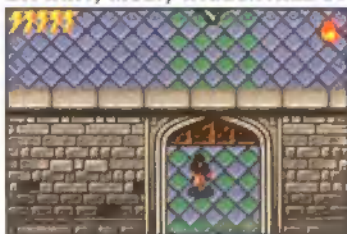
### SNAPE'S WAITING



Although it seems you've satisfied Professor Snape (for the moment), you'd better not keep him waiting. Backtrack through the basement to return to Potions class.

## THE GROUNDS

### DITTANY, MOLY, WIGGENTREE BARK AND FLOBBERWORM MUCUS



What an assignment—Snape's given you a list of some truly disgusting ingredients for the Wiggensweld Potion! Luckily, your old friend Hagrid, the gamekeeper, can help you get some dittany. Go out the main entrance to find the grounds of Hogwarts. Don't waste any time; you can't let the Slytherins beat you to it.

## DOWN TO THE DUNGEON

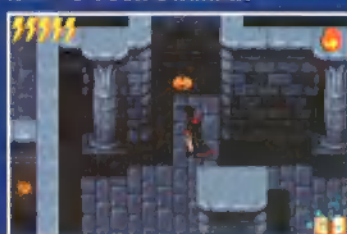


After you encounter Hermione again at the entrance hall, she'll lead you to a doorway on the left. You'll have to go through the dungeon to get to Snape's classroom. Remember, no Drooble's Best Blowing Gum allowed in class! If you're late, Professor Snape will have a special punishment for you.



**PUMPKIN PASTY:** Every three you collect will increase your lifeline by one bar.

### ADD TO YOUR STAMINA



After reaching the dungeon, look for a Pumpkin Pasty in the little alcove past the Save point. The number of Pasties you've collected is shown on your Inventory subscreen. Pumpkin Pasties are hidden throughout the game or may be given as a reward for a special accomplishment.

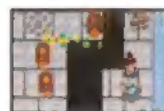
## THE BASEMENT



COLLECT 6 VIALS

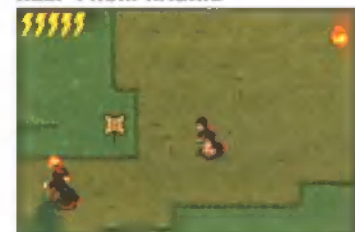


By stepping on some buttons, you'll release a swarm of enemies—be ready for a fight when you hit the switch shown above.



As you go through the basement, beware of the wandering gnomes. Be sure to search every bookcase and break every vase for helpful items.

### HELP FROM HAGRID



Hagrid's hut is located in the forbidden forest in the southwest area of the grounds. Follow Ron or use your map and go down the path to the lower-right corner.



# HAGRID'S HUT



**CHOCOLATE FROGS:** Find the frogs to collect the Wizard Trading Cards. They are generally well hidden.

## FROG IN YOUR THROAT



Search the small shrubs the same way you did the bookcases (while facing them from below, press Up on the Control Pad) to find hidden items such as Chocolate Frogs or even a bag of Bertie Bott's Every Flavor Beans.

## LOG ROLLING



Cast Flipendo upon logs to roll them out of your way. You'll have to circle around and fire across the poisonous pond to roll the second log down.

## SECRETS IN THE TREES

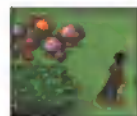


Look for hidden paths leading into the dense forest growth to find secrets. Even though you can't see your character, use the scrolling screen to work your way through the invisible maze. The path shown leads to a locked trunk. Return later with the Alohomora spell to open it.

## PERILS OF THE FORBIDDEN FOREST



You'll encounter new enemies and treacherous traps in the forbidden forest, such as bushes that fire thorns when hit. Either cast your spell at them from outside their range or sidestep their projectiles after your fireball hits. Four blasts of Flipendo will take them out.



Steer clear of the poisonous mushroom patches. There is no way to destroy them.



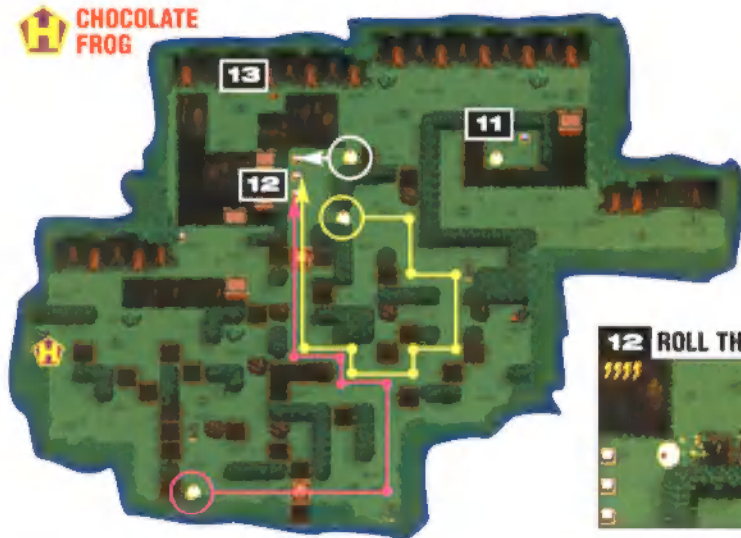
The forbidden forest is also home to pits that open up underneath your feet.

## GENTLE GIANT

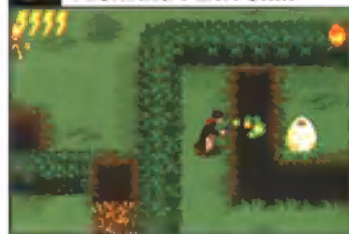


When you find Hagrid, he'll tell you where you can find the dittany. Exit out the back to enter his garden.

# HAGRID'S GARDEN



## 11 FLOATING PLATFORM



Cast the Flipendo spell to roll the pod over to the right, then up onto the switch. A floating platform on the right will start moving. Hop onto the platform and ride it across to get to the main area of the garden. If you fall into a pit, you'll have to restart the garden area from the beginning.

## 12 ROLL THREE MORE PODS ONTO SWITCHES



Following the paths shown on the map, roll each of the pods onto the three floor switches. Be sure to move the two Flipendo blocks first. Carefully go across the moving platforms to get the first ingredient.

## 13 A SPRIG OF DITTANY



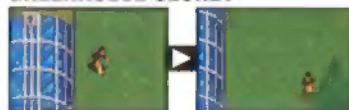
After getting the dittany, work your way back to Hagrid's Hut. You'll encounter the friendly gamekeeper again, and it'll be time for your first flying lesson.

## A FIERCE BATTLE



The secret area behind the tree has many enemies, but they're no match for your Flipendo fireball spell. Take out the roving gnomes, then roll the barrel down to the next section. Save the bean on the right—you may need it later! Blast the bush in your path, then continue through the maze.

## GREENHOUSE SECRET



On your way to the flying pitch in the northeast section of the grounds, go past the row of greenhouses and look for a hidden area behind a big tree.

## NO GNOMES IS GOOD GNOMES



The blue gnomes in the next area are much tougher than the ones you encountered previously. The first hit only stuns them; wait for them to recover then unleash another blast of Flipendo to finish them off. You can also roll a barrel over the gnomes.

## NINJA TURTLES



Cast Flipendo spells at the three turtles until they're down for the count. Keep moving and watch out for their fireballs! A Pumpkin Pasty is your reward.

## TIME TO FLY



You've dallied long enough—it's time for Madam Hooch's flying lesson. Exit back to the grounds and go up and right to get to the flying pitch.



## FLYING CLASS



**FLYING:** You can select the Flying control method that suits your own particular style.

### NIMBUS 2000 BASICS



In the Pause menu, you can set your Flying controls. Beginner style moves your broom in the direction you press the Control Pad, while Advanced steers the broom as if you were riding it. If you're experienced with overhead-view racing games, choose the Advanced controls.

### TWELVE O'CLOCK HIGH



After your flight, you'll be challenged to a duel at midnight. It's against the rules, of course, but the honor of Gryffindor must be maintained...

### CHASE MALFOY ON YOUR BROOMSTICK



Even though you've been told not to fly, there's only so much of Draco's taunting you can take! Hop onto your Nimbus 2000 and chase him around the course. Zoom through the sparkles to fill up your flying meter until you get close enough to show him who's the best.

### GRAB THE REMEMBRALL



After the flying meter fills up, the grab meter will appear on the screen. Press the B Button to grab when the moving ball is at the left end of the bar. You'll recover Neville's Remembrall if you do it before the time runs out. Otherwise, you'll have to chase Malfoy down again.

### LEARN THE UNLOCK SPELL

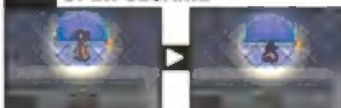


Go through a secret passageway that leads to the seventh floor, where Hermione will teach you Alohomora. Get all three stars for a Pumpkin Pasty.

## FLOOR 7



### 14 OPEN SESAME



Your new spell allows you to open doors to areas that were previously inaccessible. Press the R Button to toggle between the different spells.

### 15 PERFECT DARK



On your way to the duel, cautiously work your way through the dark halls, alert for prowling prefects. If you're seen, you'll lose some house points.

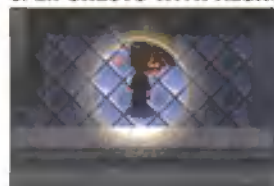
### 16 ROOFTOP PASTY



Trigger the Flipendo switch in the little hallway, then circle back through the prefect patrols to the open door leading to the observatory deck. There's no time for any stargazing, but a Pumpkin Pasty awaits you on a platform up there.

## FLOOR 6 & FLOOR 5

### OPEN CHESTS WITH ALOHOMORA



Not only can you open doors, you can unlock chests with your new spell. You'll find a chest containing a Chocolate Frog in the upper-right area of the sixth floor. Use the subscreen map to plan your route as you sneak silently through the darkened corridors.

## FLOOR 4

### FLIPENDO THE GARGOYLES



To open some of the closed doors you find, look for a floor switch with a nearby gargoyle statue. Cast a Flipendo spell at the statue to make it start moving. The winged beast will lumber around in a regular pattern, causing the door to creak open as it passes over the switch.

### 17 FLOOR BY FLOOR



After you find the stairs to the sixth floor, you'll have to circle through the level to get to the next stairway. Duck into alcoves to avoid being caught.

### SNEAK AND HIDE



Hide behind pillars or around corners to stay out of sight. If you're detected, you'll lose some house points and get sent back to the last stairway you used.

### MIRROR, MIRROR



Down on the fourth floor, check out the mirror just to the right of the staircase. Cast Alohomora on the mirror to reveal a secret passageway behind it.

### PREFECT TIMING

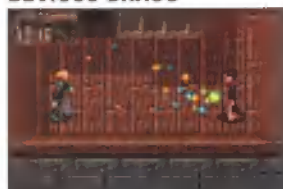


When the gargoyle is activated, the nearby prefect will start moving as well. Carefully time your dash across the corridor and down the narrow passageway.



# TROPHY ROOM

## DEVIOUS DRACO



Inside the trophy room, Harry finds that the pesky Slytherin has no intention of playing fair. To make matters worse, Snape's on his way, so you'll have to find a way out—and fast! It's a good thing there's a mirror at the back of the room that's no match for your Alohomora spell.

## EVADING PROFESSOR SNAPE



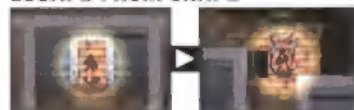
After stepping on the floor switch, you'll hear Professor Snape and see his looming shadow as he prowls the area. Stay out of his sight and follow him cautiously down the corridor, but be ready to duck into a nearby alcove if he turns around!

## BEYOND THE DOOR



There are three locked doors in the corridor that Snape's patrolling. To get to the exit, you'll have to move a couple of blocks. Duck down into the first door and move the Flipendo block in the room below. Return to the corridor and head right to the third locked door.

## ESCAPE FROM SNAPE



Run quickly down and escape the trophy room, then creep through the hall to the secret passage that leads back to the common room.

## FLUFFY THE DOG



Once on the third floor, go left and through the forbidden corridor that leads to the trophy room. Is that a three-headed dog below you?

## TROPHY FROG



Just past the mirror, cross the gap by hitting the switch to the left. Look for a locked trunk in the next room containing a Chocolate Frog.

## CLEAR SNAPE A PATH



There are two Flipendo blocks to move in the hallway, or you'll never get Snape out of your way. Blast the first one from the left side, then break the vases and shoot another fireball across the gap to move the second block.

## PLACE THE LAST BLOCK



Although you can barely see the Flipendo block, fire your spell left across the gap to move the block. After both of the Flipendo blocks in the left and right side rooms have been moved, the path through the middle door will be open.

## GREENHOUSE EFFECT



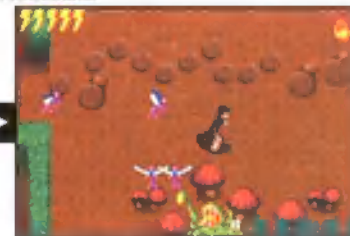
Harry might have annoyed Hermione somewhat, but that's no excuse to be late for class. The Herbology greenhouse is outside on the grounds.

## 18 FIND THE MOLY



To complete Professor Sprout's lesson, start by going to the locked door on the left. Beware of the snails and the deadly trails they leave behind them.

## 19 DOXIES AND VENOMOUS TENTACULARS



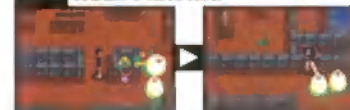
The flying Doxies are immune to your Flipendo spell, so you'll have to lure them to their doom by leading them into the jaws of the Venomous Tentacular. After clearing the area, collect the Moly and step on the floor switch to the left.

## 20 FLOWER POWER



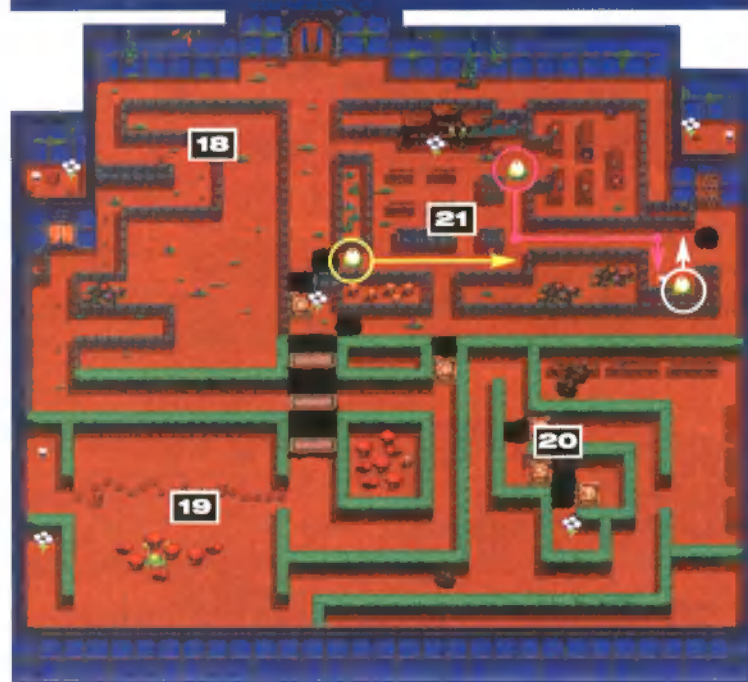
Move the Flipendo blocks for the moly in the lower right. You'll also need to search the shelves for another of the elusive moly flowers.

## 21 ROLL PLAYING



Roll the pods represented by the yellow and white arrows on the map first. That way, you'll be able to roll and place the final pod on the switch.

# PROFESSOR SPROUT



COLLECT 6 MOLY FLOWERS



## A BRIDGE TOO FAR



After triggering all three of the floor switches, you can finally go up and across the three narrow bridges for the last moly flower. Class dismissed!

# QUIDDITCH MATCH #1

## CHASE THE GOLDEN SNITCH



You're the seeker for the Gryffindor team, so when the match starts, steer your broom to follow the Golden Snitch. If it's off-screen, follow the little icon and arrow until you get close. Stay within the Snitch's "halo" until you have an opportunity to swoop down and nab it.

## BLUDGERS AND BALLS



While trying to grab the Snitch, you'll also have to be on the lookout for the balls and other players. The other team's bludgers will target you, so evasive maneuvers may be required. Follow the trail of sparkles to fill up your meter.

# GREAT HALL & GIRLS' ROOM

## FROGS IN THE HALL



Before leaving the Great Hall, take a quick side trip to grab a Chocolate Frog, then exit back to the main floor. Avoid the prefects as you go.

## DAMSEL IN DISTRESS



Inside the girls' bathroom, Ron and Hermione seem to be frozen in fear. Follow the sound of the enraged roars and the trail of destruction to the left. The troll is a lot closer (and a lot bigger) than you thought!

## EXPLORE THE SECRET CAVERN



The troll isn't going anywhere, so avoid the slow-moving monster for the moment and go through the door at the top of the room. You'll have your only chance in the game to enter the secret cavern, so be sure to explore it thoroughly before taking on the troll.



Use Alohomora on the first two chests to find beans and refill your life bar. In the last room, there's also a locked chest containing a Chocolate Frog.

## HARRY THE HERO



Keep knocking the troll backward until gravity takes its toll and he tumbles into the pit. You should get some big house points for that one.

## THE STADIUM AWAITS



It's time to put your flying skills to the test in your first Quidditch match! After exiting the greenhouse, go right to find the Quidditch stadium. It's Slytherin versus Gryffindor in the first contest.



**FLYING:** Not only do you have to grab the Golden Snitch, but you must avoid the course obstacles while doing so.

## CROWDED SKIES



Steer clear of the other fliers and the balls in the arena as you're chasing the elusive Snitch. If a collision is unavoidable, tap the B Button to do a spin move with your Nimbus 2000 that will get you out of trouble.

## MAKE THE GRAB



Once the little grab meter appears in the middle of the screen, hit the B Button at the right time to grab the moving ball. Gotcha!

## MORE HOUSE POINTS



Not only did you beat the Slytherins, you scored some big points for the Gryffindor house. It's off to the Great Hall for the Halloween banquet.

## HALLOWEEN BANQUET INTERRUPTED



After you arrive in the Great Hall for the celebratory banquet, there's news that a troll is loose in the building. The party will have to wait. Although the school staff can probably take care of the troll, you'll have to warn Hermione. There's no time to waste, so get moving.

## TIME TO THROW IN THE TROLL



Your Flipendo spell seems to have no effect on the thick-skinned lummock, but when he bellows he's vulnerable to your attack. Lure him near the big pit, then get close enough to make him swing his club at you. Dart away and, as he roars in frustration, blast him with a Flipendo fireball to slide him backward.

## TRANSFIGURATION CLASS



Although you've earned the gratitude of all the instructors, there's still more to learn. Professor McGonagall's class on the first floor is next.



# PROFESSOR MCGONAGALL



**AVIFORS SPELL:** With the Avifors magic, Harry can change ordinary objects into extraordinary things.

## BRING IT TO LIFE



Although Avifors is generally cast to remove heavy objects from floor switches, it has other uses as well. You can cast it to clear a path through an otherwise impenetrable barrier, for example. You'll have access to some new areas in Hogwarts with the spell.

## TRANSFIGURATION CLASS



Go back to the classroom on the first floor for your next lesson. Professor McGonagall will teach you how to make inanimate objects come to life.

## BONUS HOUSE POINTS



To learn the Avifors spell, duplicate Professor McGonagall's wand movements. Press the Control Pad in the same direction she waves her wand. If you complete all three levels of the lesson, you'll also score some extra house points for Gryffindor. Another challenge level is next.

## AVIFORS CHALLENGE



★ **COLLECT 6 STARS**

### 22 MAKE IT FLY AWAY



The next challenge is a little more complex, as you'll have to use different spells to collect all the stars. Cycle through your three spells with the R Button. The icon for Avifors looks like a small blue bird. Cast the Avifors spell to move the stone off the floor switch so you can get through the door on the left.

### 23 MORE DOXIES



You remember the tenacious Doxies from your lesson in the greenhouse. Let the Venomous Tentacular dispose of the Doxies so you can grab the room's star.

### 25 GNOME STAR



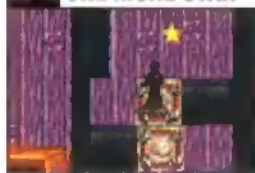
A blue gnome and another star await you around the corner. Blast the ornery critter with a couple of fireballs and collect your reward.

### 27 GARGOYLE ASSISTANCE



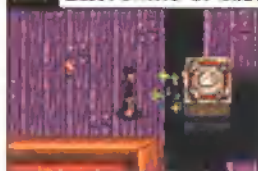
You'll need something heavy to trigger the button. Use a Flipendo fireball to bring the gargoyle to life. Stay out of its way as it circles slowly around the room. When it reaches the floor switch, the door will creak open.

### 29 ONE MORE STAR



Back in the beginning room, cross the three Flipendo blocks to the middle platform and get the sixth star to complete McGonagall's Avifors challenge. Your lesson is complete. If only you knew what to do about those remaining potion ingredients...

### 24 SWITCHING SPELLS



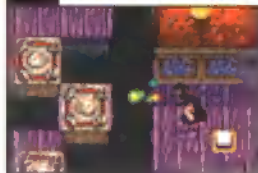
Change your active spell to Flipendo using the R Button, then use a fireball to drop the Flipendo block into its proper place. You won't be able to reach the star on the central platform just yet. You'll have to circle around to the other side before you'll be able to move the other two blocks.

### 26 ANOTHER BARREL ROLL



Push the barrel out of the way with Flipendo, then use Avifors to trigger the switch. By doing so, you will open the door in the previous room.

### 28 MOVE THE LAST BLOCKS



Drop two Flipendo blocks into place to complete the pathway to the final star. There's also a chest containing a bag of Bott's Beans in the room. Use Avifors on the rock to open the door below you so you don't need to backtrack all the way around.

## A MESSAGE FROM HAGRID



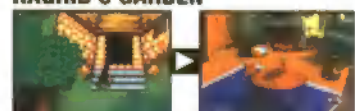
The gamekeeper has sent you an airmail message about the third ingredient needed for the Wiggensweld Potion. You knew you'd have to collect that Flobberworm mucus sooner or later, so it might as well be your next task. Head outside and down to the forbidden forest and Hagrid's hut.

## FROG IN THE GRASS



Remember to return to certain places when you get new spells. The Avifors spell, for example, will get you into a little area by the greenhouses.

## HAGRID'S GARDEN



After reaching the hut through the forbidden forest, proceed directly through to Hagrid's garden, where he and Hermione are waiting for you.



## FLOBBERWORM MUCUS

### 30 GET THE FLUTE



Out in the garden, Hagrid will give you a shiny new flute that you'll use to charm the Flobberworms. The six Flobberworms are scattered throughout the garden. You'll have to lead them back to where Hermione will have the unenviable task of extracting the mucus. Ugh!



**FLUTE:** Just like the Pied Piper, use the music from the flute to lead the Flobberworms to Hagrid.

### MAKING BEAUTIFUL MUSIC



Hold down the L Button to play the flute, which will cause the Flobberworms to crawl toward you. You need to lead them back to the starting point, keeping the L Button held down the entire time. If you stop playing, the worms will simply stay where they are.

### 31 WORM WRANGLING



Find the six Flobberworms and use the music of the flute to guide each one back to Hagrid. It's a good idea to clear each area of enemies before guiding the worm through it. If a worm gets destroyed by falling into a pit or brushing against a poison mushroom patch, it will reappear in its original location.

### FRESHLY SQUEEZED



Using all six Flobberworms that you brought back to Hagrid, Hermione will extract the mucus for you and place it in a bottle. Three ingredients down, only one more to go!

### GREENHOUSE SECRET



You have a little time before the next class, so you can make a quick stop for a Pumpkin Pasty. After you exit the forbidden forest, go down to the row of greenhouses and into Greenhouse 6. With your perfect-avoidance skills, you'll have no trouble creeping through undetected.

### BACK TO HOGWARTS



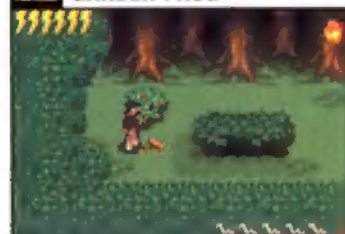
After adding another Pumpkin Pasty to your collection, head back out to the grounds and up into Hogwarts. You can view your subscreen by pressing the Select Button to see the items you've collected.

## HAGRID'S GARDEN



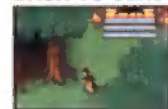
### GUIDE 6 FLOBBERWORMS BACK TO HAGRID

### 32 GARDEN FROG



Another hidden path leads to a secret area in the upper left. Push your way through the trees to find a clearing. Search the shrub to reveal another Chocolate Frog. You can see the Wizard Cards you've collected in your Folio Magi subscreen.

### BACK TO CLASS



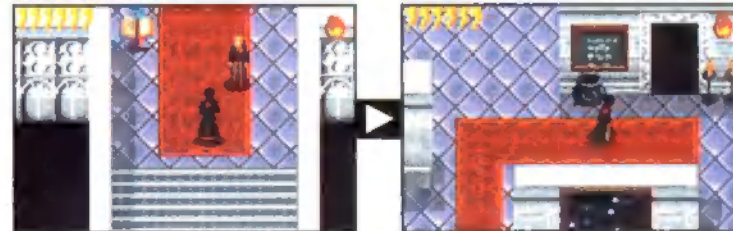
Hermione reminds you of the Defense against the Dark Arts class that's next. Work your way through the forbidden forest to the grounds, but take a little side trip before heading back to Hogwarts.

### GREENHOUSE PUMPKIN



Once inside, avoid the prefects in the greenhouse and grab the Pumpkin Pasty at the bottom.

### D.A.D.A. CLASS

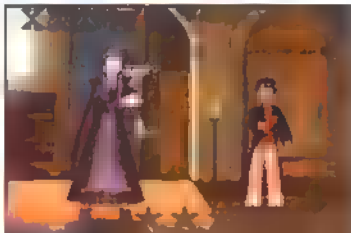


Everyone sure seems to be talking about whatever's down that forbidden corridor. Perhaps it's something you'll need to investigate later. First, it's time for another class from Professor Quirrell.



## PROFESSOR QUIRRELL

### A MORE COMPLEX LESSON



The next sequence you need to follow is even longer than the last lesson's. Watch the instructor's movements carefully and follow them with your own wand. Just as before, if you complete the entire sequence for all three stars, your reward will be some more house points for Gryffindor.

## LUMOS CHALLENGE

### LIGHT UP YOUR LIFE



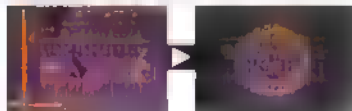
Cast Lumos as soon as you start the challenge as you can see where you're headed. You might want to keep Flipendo handy at all times, in fact.

### CONTINUE SEARCHING



The floor switch down here opens the door at the top of the room. Gnomes patrol the area, so be careful!

### DOWN THE LADDER



After collecting all four stars on the first floor, take the ladder down to continue your lesson.

### LESSON COMPLETE



On your way out of the classroom, you'll get some information about the final ingredient you need for Potions class.



**LUMOS SPELL:** You'll be able to see where you're going in the dark with your new light spell.

### AN ILLUMINATING EXPERIENCE



Casting Lumos will light up the entire room that you're in. It lasts for only a short period of time, however. The icon for the Lumos spell is a sun-like star. It's a useful spell that you'll use frequently during the rest of your adventure.

### GARGOYLE ON THE SWITCH



Blast the stone gargoyle with a fireball to get it moving. As it triggers the switch, the other doors in the room will open.

### A SHOT IN THE DARK



There is a swarm of gnomes on the lower level, so cast Lumos quickly and then switch back to Flipendo. Break open the vases to find the last two stars in the room. After you defeat the last gnome, the door in the room will open.

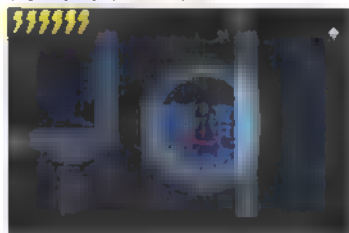
## BACK TO THE DUNGEON

### WASTEFUL BARK



Search the shelves in the potions store-room to find the last ingredient. Uh-oh! Snape's on his way, so you'd better find another way out!

### POTIONS STORAGE



With all that creeping around in the middle of the night, it's a wonder Harry gets any sleep. Snape and the other instructors are patrolling the dungeon level, so you'll have to work your way to the potions storeroom stealthily. Watch the prefects' patterns and dart past when their back is turned. Use your new Lumos spell to light your way.

## DUNGEON ESCAPE

### SNAIL TRAIL



Destroy the snail to make three switches appear. Go to the room on the right to rotate the bridge.

### MORE SWITCHES



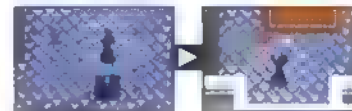
Circle around and step on the two switches to make another one appear up in the corridor.

### LOTS OF BLOCKS



Move the block before hopping on the moving platform. Proceed cautiously on the narrow pathway.

### NASTY GNOMES



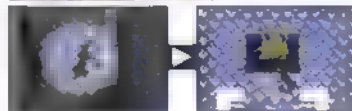
The area is filled with fierce blue gnomes as well as floors that collapse beneath you. Watch your step.

### DUNGEON FROG



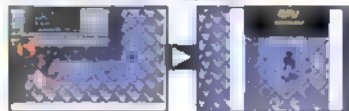
Another Chocolate Frog is hidden in the room. Take out the gnomes before you open the chest.

### WANDERFUL DOXIES



Take a few bites from a Doxie—you'll have to start all over again. Lead the pursuing insects to the hungry plant.

### WITCHES AND DOORS



Keep triggering the floor switches until you get the platform moving. Ride it across to safety.

### OUT OF THE DUNGEON



Once you have the last ingredient, you can make your way out of the dungeon and into the entrance hall.



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## HALLWAYS OF HOGWARTS



Once again, the professors would like nothing more than to deduct house points for finding you out in the halls at night. You can cast your Lumos spell without fear of being seen, but be alert for swiftly moving prefects.

## FLOOR 5

### PLATFORM PERIL



Climb aboard the moving platform and shoot a fireball over the railing to trigger a hidden switch, which will activate the next moving platform.

### GET THEM MOVING



Roll a barrel over the switch on the right, then go up the narrow corridor and cross over the big pit by riding on the moving platforms.

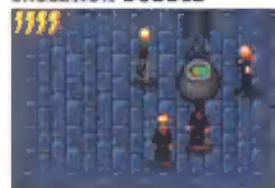
### THE FINAL SWITCH



Finally, after surviving the treacherous platforms, you'll find a floor switch. Cast Avifors to trigger it and cause the blocks back in the main room to begin moving. Return to the secret door behind the bookcase and carefully cross the last three moving platforms.

## PROFESSOR SNAPE

### CAULDRON BUBBLE



Even though Snape doesn't quite believe your story about the ingredients, he still lets you mix up the Wigenweld potion. The special potion will automatically replenish your life bar when it runs out. You can return to the cauldron at any time to refill your potion bottle.

## PROFESSOR FLITWICK

## WINGARDIUM CHALLENGE

### ANOTHER USEFUL SPELL



The instructor is rather unusual, but he teaches you some useful magic. After learning the spell by copying Flitwick's wand movements, go through the door on the right to begin the Wingardium Challenge. Your new spell is represented by the feather icon.

### HIT THE SWITCH



Trigger the Flipendo switch near the beginning to make several gold statues appear in the room.

### FLOATING STATUES



Cast your new spell and move each of the statues onto a floor switch. You'll open the door in the first room.

## PREFECTS ON PATROL



The secret passageway to the common room is blocked off, so you'll have to find another way to get up to the seventh floor. Go straight up the stairs, dodging prefects as you go, until you reach the fifth floor.

### CHOOSE THE RIGHT DOOR



On the fifth floor, it seems all the pathways are blocked. Instead of going through the locked door, walk to the right and down to enter a narrow corridor. The switch in the room shown to the left opens the bookcase, but you'll need to do some exploring before you'll be able to get through the large room behind the bookcase.

### FLOATING FROG



As you cross the collapsing floor of the central platform, pause long enough to open the chest and retrieve the Chocolate Frog inside.

### LEARN OF YOUR PAST



This old storeroom is an area of Hogwarts you've never seen before. Examine the old mirror to find out some clues about your past. When Dumbledore tells you about the legend of the Mirror of Erised, you know it will prove useful in the future...

### POTIONS CLASS



The next morning, go back into the dungeon for Professor Snape's Potions class. Won't he be surprised when you show up with all the ingredients!

### ANOTHER FROG

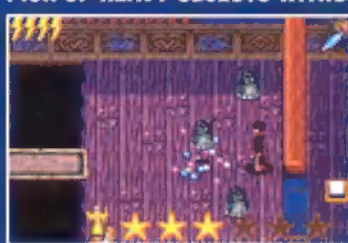


On your way to Charms class on the second floor, stop by and break through the mirror with Alohomora. You'll find a Chocolate Frog in the room behind it.



**WINGARDIUM LEVIOSA:** This levitation spell will allow you to move and place objects.

### PICK UP HEAVY OBJECTS WITHOUT BREAKING A SWEAT



Once you cast Wingardium upon an object, such as a statue, you can move the object around with the Control Pad. Press the A or B Button to drop the statue once it's in the desired position. The spell is particularly useful for moving objects onto switches that are too far away to reach.

### LONG DISTANCE



Fire the spell across the gap to move the statue onto the switch, turning the narrow bridge so you can cross.

### TURTLE TROUBLE

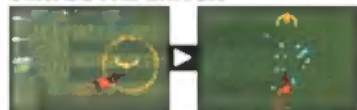


Take either stairway down and attack with your fireball. Three direct hits on each turtle will do it.



## QUIDDITCH MATCH #2

### SNATCH THE SNITCH



Just like before, dodge the bludgers and balls while you chase after the Golden Snitch. Time your grab and win another one for Gryffindor.

### STAR PLAYER



You're the Seeker for the Gryffindor House team, so you'd better hurry to the Quidditch stadium for the next match against Hufflepuff. Use the flying skills you learned from the first match, although the opposing team members will be more difficult to beat this time. Grab your Nimbus 2000 and get ready to fly!

## THE LIBRARY

### FOLLOW HERMIONE



After you win your match, there's no time to celebrate. Hermione has a plan to find out about Nicolas Flamel. Follow her back to Hogwarts and up the stairs. The library is on the left side of the second floor.

### LIBRARY FROG



Once inside the library, search the bookcase in the upper-left corner to find a secret passageway. Cast Avifors on the switch in the next room and go through the door. Use three blasts of Flipendo to defeat the turtle, then go up into the next room and collect the Chocolate Frog.

### NO RESTRICTIONS



You may have to levitate the other statues out of your way to get through the open door. You've finally discovered the restricted area of the library. Remember to search through every bookcase you encounter. That Flamel book must be in there somewhere!

### A WINDING PATH



Continue moving cautiously through the narrow paths of the library, maneuvering blocks and triggering switches as necessary.

### THE FLAMEL BOOK



After you find even more secret passageways hidden behind bookshelves, you'll finally come to the last area in the restricted section of the library. Search the bookcase on the left to retrieve the Nicolas Flamel book. Hermione will be pleased. To exit, go back across the narrow bridge and remove the stack of books with Avifors.

### NO LIBRARY CARD NEEDED



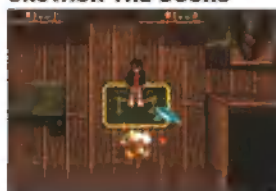
According to Hermione, the only way to find any information about the mysterious 665-year-old alchemist is to get into the Restricted Section of the library somehow. Wait for the librarian to leave, then sneak inside. Begin searching the bookcases to find the Flamel book.

### LEVITATE THE STATUE



The door to the restricted area of the library is blocked by three golden statues. Using your Wingardium Leviosa spell, move one of the statues out of the way. Float the statue through the bookcases and drop it on the floor switch near the back wall.

### UNSTACK THE BOOKS



Someone forgot to put some of the volumes back on the shelves. Luckily, your Avifors spell will remove stacks of books as easily as rocks. After triggering the switch, go up and around the narrow corridor to move the Flipendo block from above.

### BOOKSHELF PASTY



Your search reveals a special treasure. Just past the narrow bridge, check the bookcases along the top wall for another Pumpkin Pasty.

### BACK TO HERMIONE



Circle around and down across the narrow bridge to get out of the library. Levitate the statues and exit to the third floor.

### CAUGHT BY SNAPE



As luck would have it, you'll run into Snape again as you emerge. Use the secret passageway on the fourth floor to get up to the common room.

## QUIDDITCH MATCH #3

### MATCH AGAINST RAVENCLAW



All your Quidditch skills will be put to the test in your third match against Ravenclaw House. Grab the Snitch to be victorious.

### DETENTION WITH HAGRID



Snape's given you detention for your library adventures the previous night. Meet up with Hagrid at the stadium entrance after completing the Quidditch match. He doesn't seem to think Snape's such a bad fellow, although you probably don't agree. Go across the grounds to the forbidden forest, where he'll supervise your detention.



## DETENTION WITH HAGRID

### FORBIDDEN FOREST

#### FOGGY FOREST



The swirling fog and treacherous pathways make the forest a perilous area to navigate. Watch for collapsing bridges, ambushing gnomes and lethal Doxies as you make your way through the maze. Keep your Flipendo fireball ready.

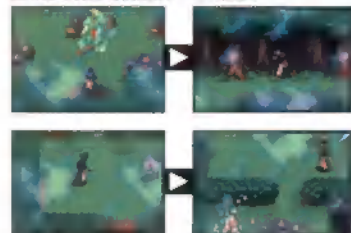
#### A TRAIL OF BLOOD



At the far-left side of the forest, you'll spot the telltale silvery droplets of the unicorn blood. If you haven't already, it's a good time to cross the moving platform above and collect a bag of beans. When you're ready, go through the trees to enter a new area.

### FORBIDDEN FOREST ESCAPE

#### INTO THE THICK FOREST



Dodge through the mushroom patch, avoiding the rampaging troll, and down into the dense forest. Follow the hidden paths to the next area.

Be alert for gnomes, Doxies and snails as you work your way through the forest.

There are multiple paths through the thick undergrowth. Some lead to well-hidden areas.

#### FIND YOUR WAY OUT



It can get quite confusing in the forest, and you may find yourself circling around through the same section several times. Finally, after what seems like hours of trekking through dense trees, you'll emerge back at the entrance to the forest. Continue to the right and exit to Hagrid's hut.

#### SAVE THE UNICORN



Follow Hagrid through the forbidden forest maze to the forest edge. Your detention is a tough task, all right—you'll have to follow a trail of blood in the next area to find the wounded unicorn.

#### SWARMS OF ENEMIES



The area can be very frustrating, so proceed with care. Enter each new section cautiously, clearing out the gnomes and Doxies as you go. If you fall into a pit you'll get bounced back to the beginning, so watch your step.

#### TROLL TIME



Another troll will ambush you as you emerge from the trees. Avoid its lethal club and follow the silvery trail.

#### MYSTICAL CREATURE



In the nick of time, you'll be whisked to safety by the centaur, Firenze, but not before you see your nemesis.

#### PUMPKIN PASTY PATCH



While moving through the trees, look for secret clearings. After passing the large poisonous swamp, as you're continuing down through the thick forest, press right to find a hidden pathway. Follow the path as it winds right and up, past a Venomous Tentacular and several Doxies. You'll find a Pumpkin Pasty in the small clearing.

#### NO TIME TO TALK



Although you weren't able to save the unicorn, Hagrid's glad you returned all in one piece. You don't have time for the gentle giant at the moment, though. After exchanging a few words, head back to Hogwarts to inform Ron and Hermione of your discovery.

## THE FORBIDDEN CORRIDOR

#### PUZZLING EVIDENCE



You'll need to use your entire arsenal of spells to solve the puzzles in the forbidden corridor. Light your way with Lumos, but keep your fireball ready.

Some switches may open a door for only a limited amount of time, so you have to be quick. Be especially wary of the collapsing floors.

#### SEARCH FOR THE STONE



It's time to track down the elusive Sorcerer's Stone, so go up to the forbidden corridor on the third floor. Watch out for Peeves and the prefects!

#### SOOTHE THE SAVAGE BEAST



Play the flute that you got from Hagrid to put the monstrous canine to sleep. Hold the L Button and get close enough for Fluffy to hear the music. The meter at the bottom of the screen will fill up as the pooch becomes more pacified. If you get bitten, however, you'll have to refill the meter all over again.



## DEVIL'S SNARE

### VEGETABLE VILLAIN



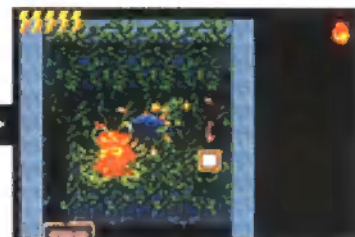
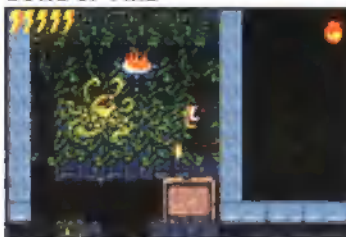
After you get out of the forbidden corridor, you find that Ron and Hermione are trapped in the clutches of the Devil's Snare. You'll need their assistance to get past the upcoming area, so go through the vine-encrusted hallways and enemy-filled corridors to free them before your encounter with the evil wizard, Voldemort.

### FROG IN THE ROOM



Just past the floating platforms is a room containing a Chocolate Frog. Trigger the Flipendo switch in the middle of the area to open the door.

### BOWL OF FIRE



The trick to defeating the fireball-spouting plants is the nearby brazier. Dodge their shots and blast a Flipendo spell to overturn the firebowl and take out the plant. You'll then be able to cross in safety and trigger the floor switch.

### FREE YOUR FRIENDS



Rescue your friends from the Devil's Snare by knocking over the nearby brazier. Go through the door that opens to undertake the next challenge.

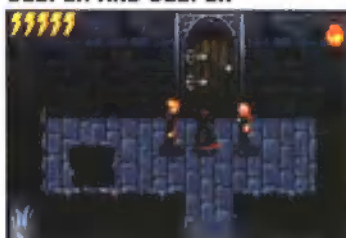
## FLYING KEY

### CHASE THE FLYING KEY



There are many obstacles and enemies in the cramped corridor, so you'll need all of your Quidditch skills to capture the elusive Flying Key.

### DEEPER AND DEEPER



Once you have the key in hand, unlock the door and follow Ron and Hermione into the next room. You can feel the ominous presence of Voldemort getting closer with each step you take. Will you finally come face to face with the shadowy sorcerer from so many years ago?

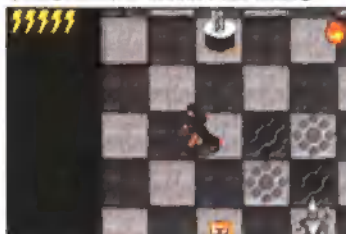
## CHESS GAME

### GIANT CHESSMEN



A gigantic chessboard filled with lumbering pieces awaits you in the next room. You'll have to stop each piece on a switch to open the next door.

### CHECKMATE WITH FLIPENDO



The five giant chess pieces move in set patterns around the board. One by one, freeze all five on the floor switches with a Flipendo fireball. Ron will assist you by standing on the last switch, which will open the door. Hermione will accompany you as you enter the next area. She is probably right—Professor Snape must be just ahead!

## MIX THE POTION

### FOUR POTION INGREDIENTS



Search the rooms and passageways around the cauldron to find the four Black Fire potion ingredients. Start with the door in the upper right.

The second potion ingredient is found in the lower-right section, and the third is hidden in the upper left.



Collect all four potion bottles, then go back to the cauldron and combine the ingredients for the Black Fire potion.

### THROUGH THE BLACK FIRE



After you down the potion, Hermione will stand on the final floor switch, clearing your way for the long-awaited confrontation with Voldemort. Remember the clues you've gathered during your adventures at Hogwarts. Even though you've become a great wizard, you'll need all your skills and cunning for the final battle.

## HARRY THE WIZARD

Harry had successfully solved the mystery of the Sorcerer's Stone and reclaimed his birthright. The stone had been destroyed, but Harry remained fearful that its loss would not prevent the return of Lord Voldemort. Harry, now the most famous student at Hogwarts, must return to his studies, confident in his abilities but eager to take on new challenges and adventures.

